

Fig. 1

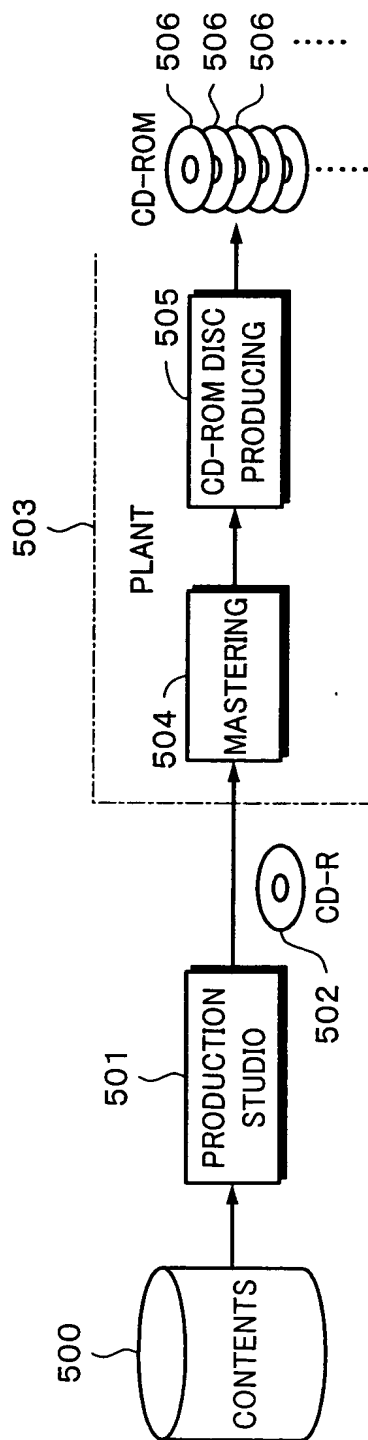


Fig. 2

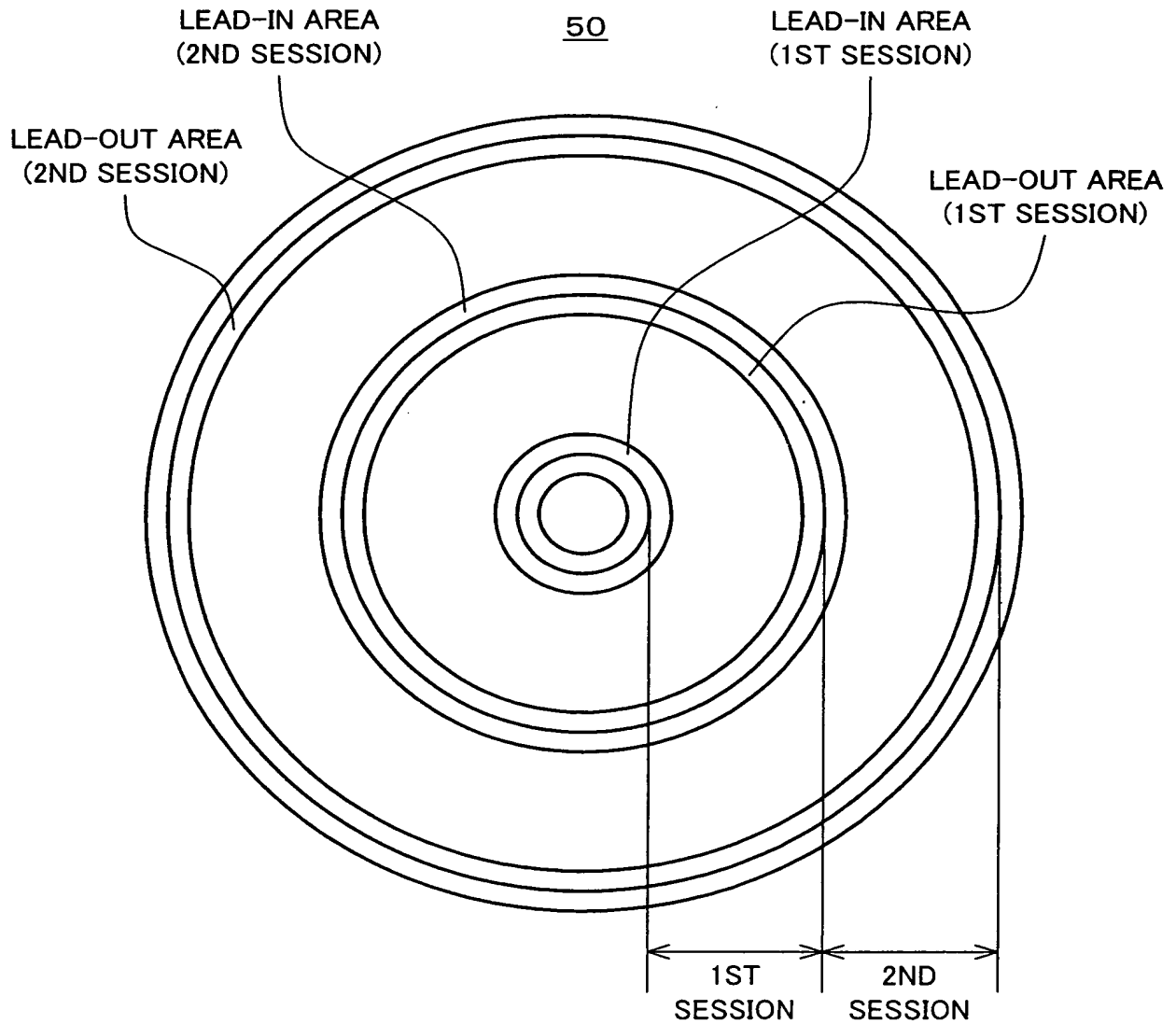


Fig. 3

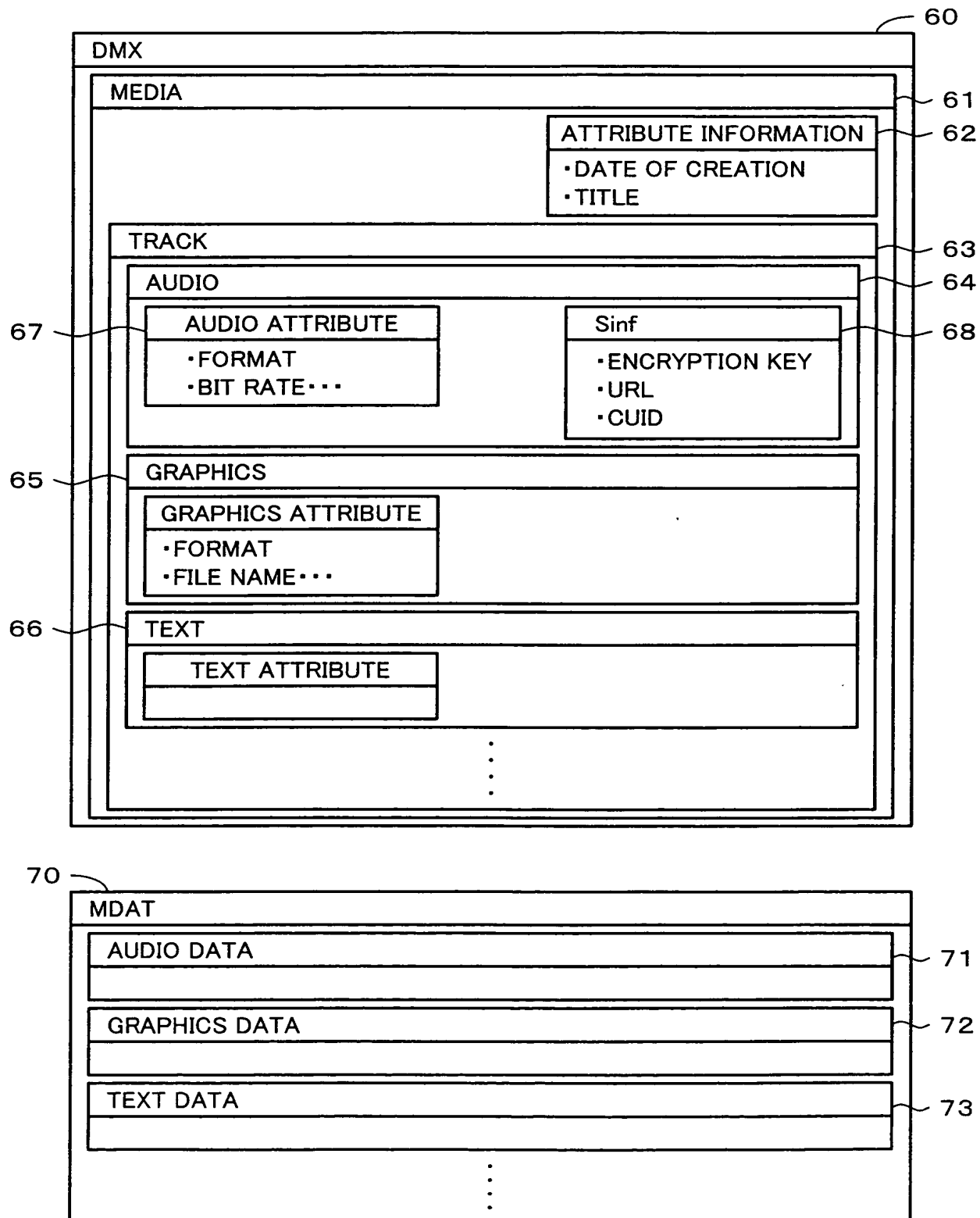


Fig. 4

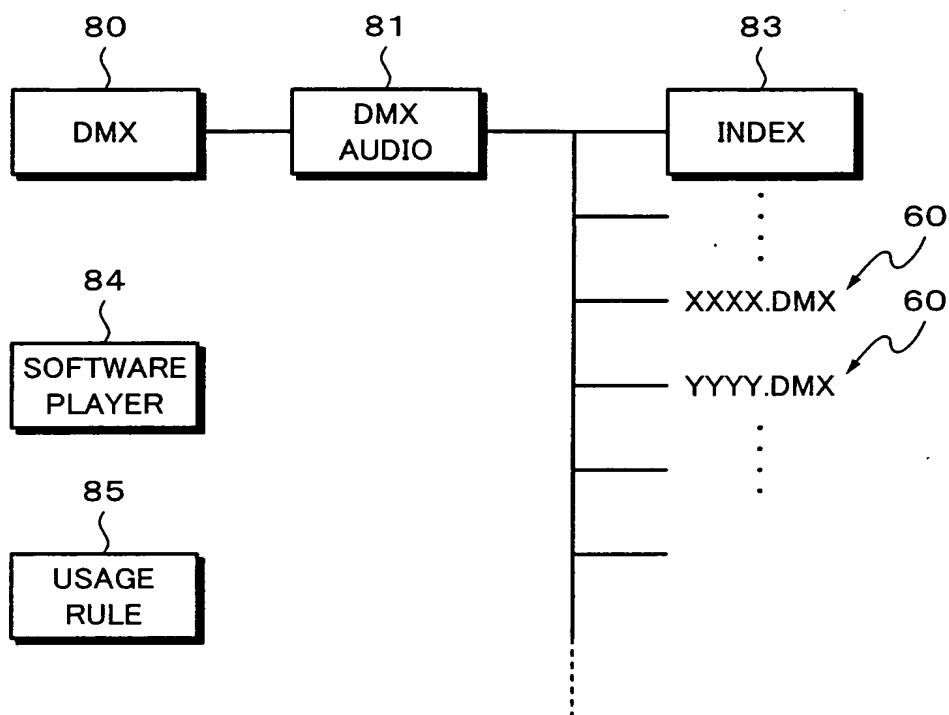


Fig. 5A

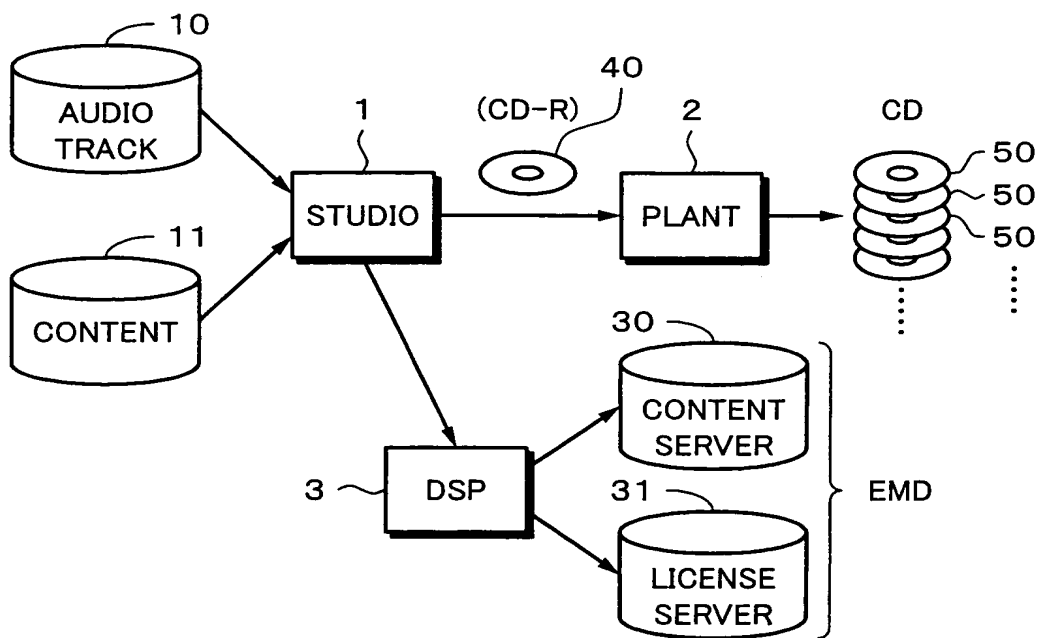


Fig. 5B

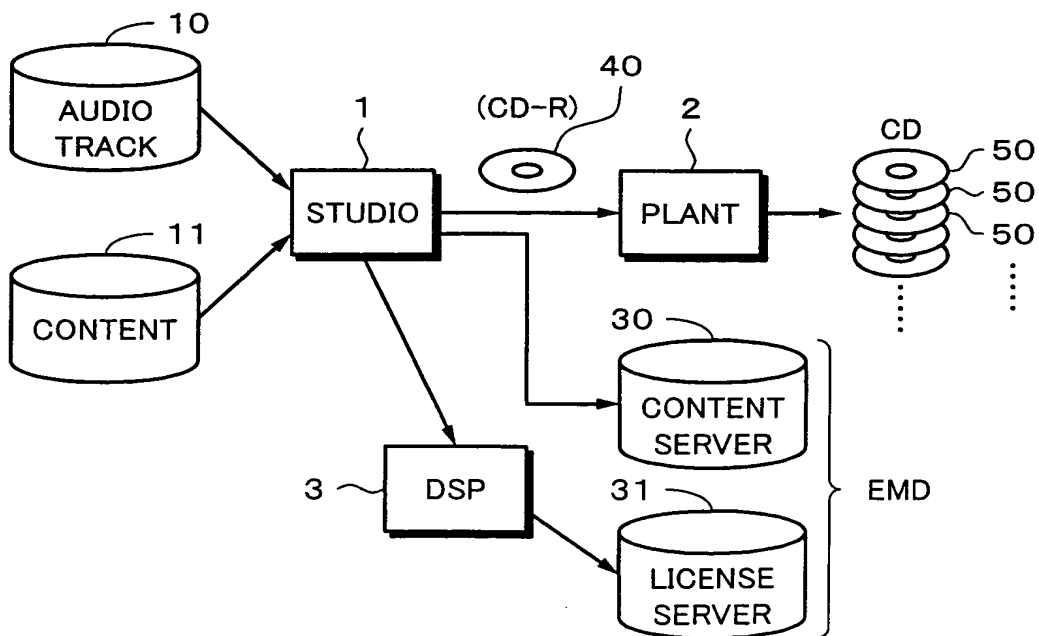


Fig.6

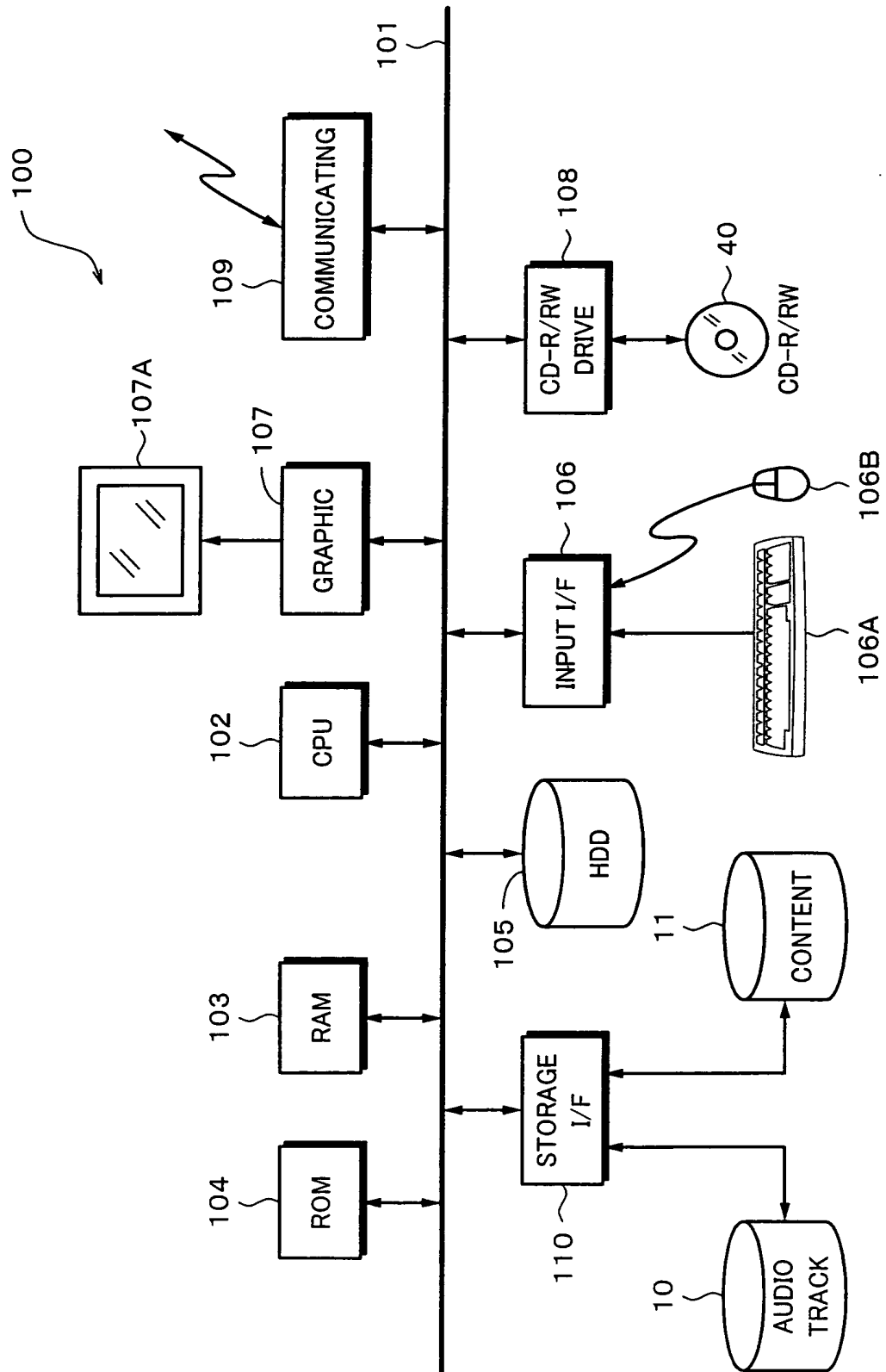


Fig. 7

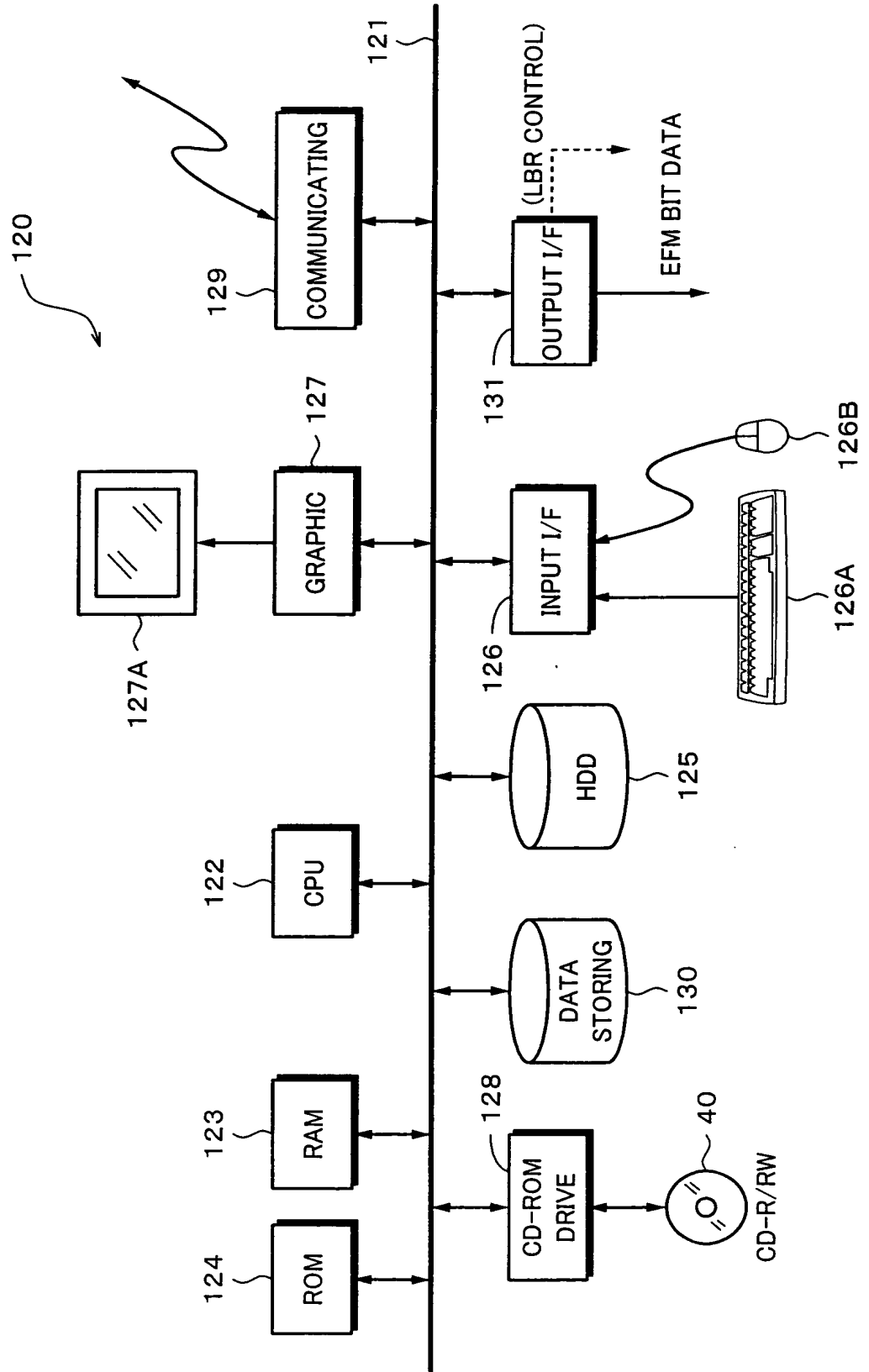


Fig. 8

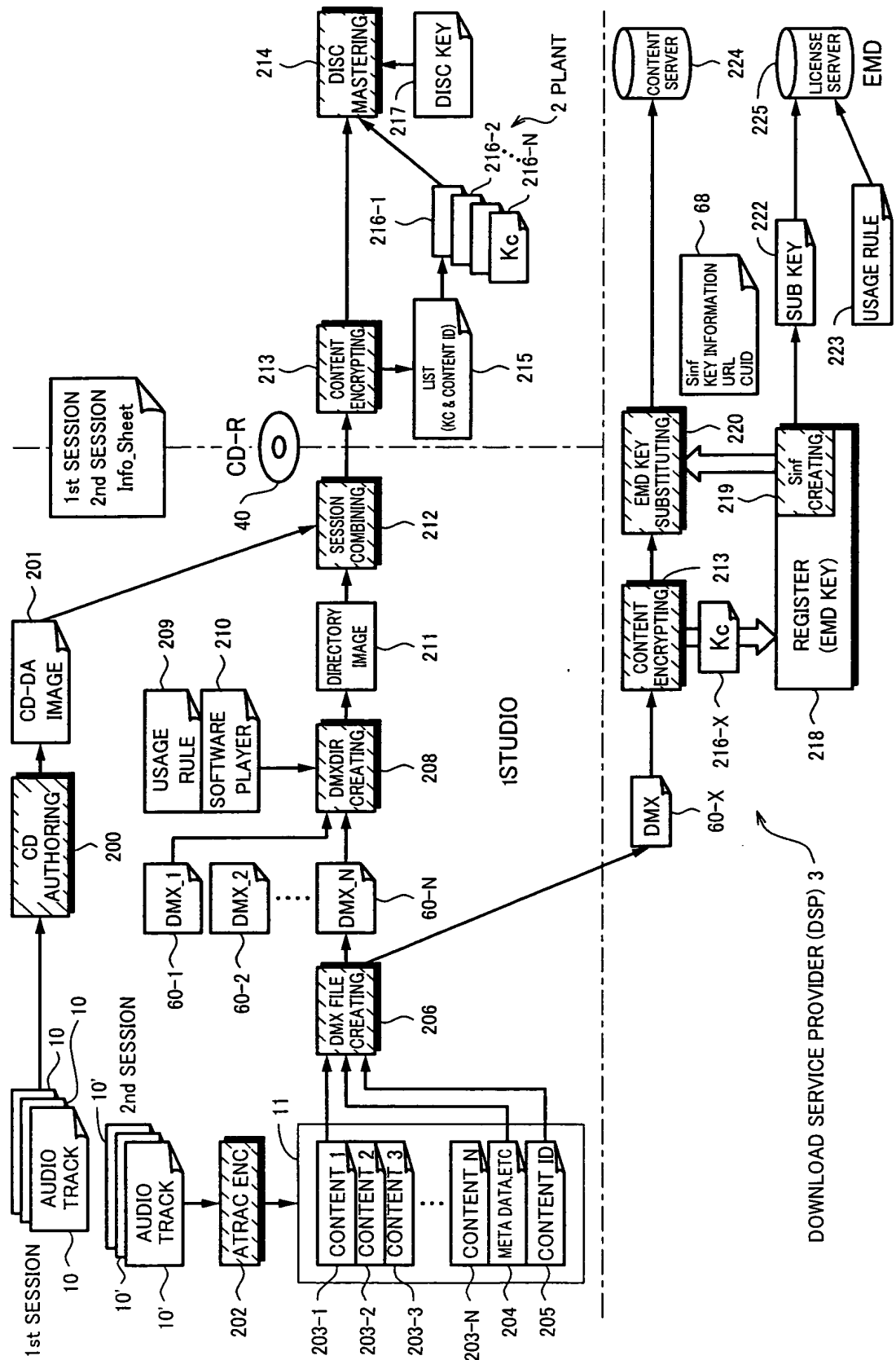


Fig. 9

TAG NAME	DESCRIPTION	ATTRIBUTE	PLURALITY	OMISSIBLE
<DMXFILEMAKER>				
<OUTPACKAGEPATH><OUTPACKAGEPATH>	PACKAGE OUTPUT PATH	BASEPATH		
<CREATIONTIME><CREATIONTIME>	DATE AND TIME OF CREATION OF PACKAGE			
<MODIFICATIONTIME><MODIFICATIONTIME>	DATE AND TIME OF MODIFICATION OF PACKAGE			
<AUDIO>				
<TRACK>				
<CREATIONTIME><CREATIONTIME>	DATE AND TIME OF CREATION OF TRACK			
<MODIFICATIONTIME><MODIFICATIONTIME>	DATE AND TIME OF MODIFICATION OF TRACK			
<META>				
<TITLE LANG=""></TITLE>	TITLE	LANG		O
<TITLESORT LANG=""></TITLESORT>	TITLE SORT	LANG		O
<SUBTITLE LANG=""></SUBTITLE>	SUB TITLE	LANG		O
<SUBTITLESORT LANG=""></SUBTITLESORT>	SUB TITLE SORT	LANG		O
<DURATION></DURATION>	PERFORMING TIME			O
<LABEL LANG=""></LABEL>	LABEL NAME	LANGURL		O
<MANUFACTURER LANG=""></MANUFACTURER>	RECORD COMPANY NAME	LANGURL		O
<GNOTICE LANG=""></GNOTICE>	COPYRIGHT NOTICE (C)	LANG		O
<PNOTICE LANG=""></PNOTICE>	COPYRIGHT NOTICE (P)	LANG		O
<AUDIOFORMAT></AUDIOFORMAT>	AUDIO FORMAT			
<AUDIOFILE></AUDIOFILE>	AUDIO FILE	BASEPATH		
<BITRATE></BITRATE>	BIT RATE			
<ATRAC3DUALMODE></ATRAC3DUALMODE>	ATRAC3 MODE			O
<ARTIST SEQ=""></ARTIST SEQ="">		SEQ.ROLE	O	O
<ARTISTNAME LANG=""></ARTISTNAME>	ARTIST NAME	LANGURL		
<ARTISTNAME SORT LANG=""></ARTISTNAME SORT>	ARTIST NAME SORT	LANG		O
</ARTIST>				
<FRINGE SEQ="" TYPE="" FORMAT="" ENC="">	FRINGE	SEQ.TYPE.FORMAT.ENC	O	O
<FRINGEFILE BASEPATH=""></FRINGEFILE>	FRINGE FILE	BASEPATH		
<GNOTICE LANG=""></GNOTICE>	FRINGE COPYRIGHT NOTICE (C)	LANG		O
<PNOTICE LANG=""></PNOTICE>	FRINGE COPYRIGHT NOTICE (P)	LANG		O
</FRINGE>				
<CODE SEQ=""></CODE>	CODE	SEQ.FORMAT	O	O
<ATTRIBUTELIST>				O
<GUIDCPH></GUIDCPH>	GUIDCPH			O
<GUIDCPL></GUIDCPL>	GUIDCPL			O
<GUIDPPH></GUIDPPH>	GUIDPPH			O
<GUIDPPL></GUIDPPL>	GUIDPPL			O
</ATTRIBUTELIST>				
</META>				
</TRACK>				
<AUDIO>				
</DMXFILEMAKER>				

Fig. 10

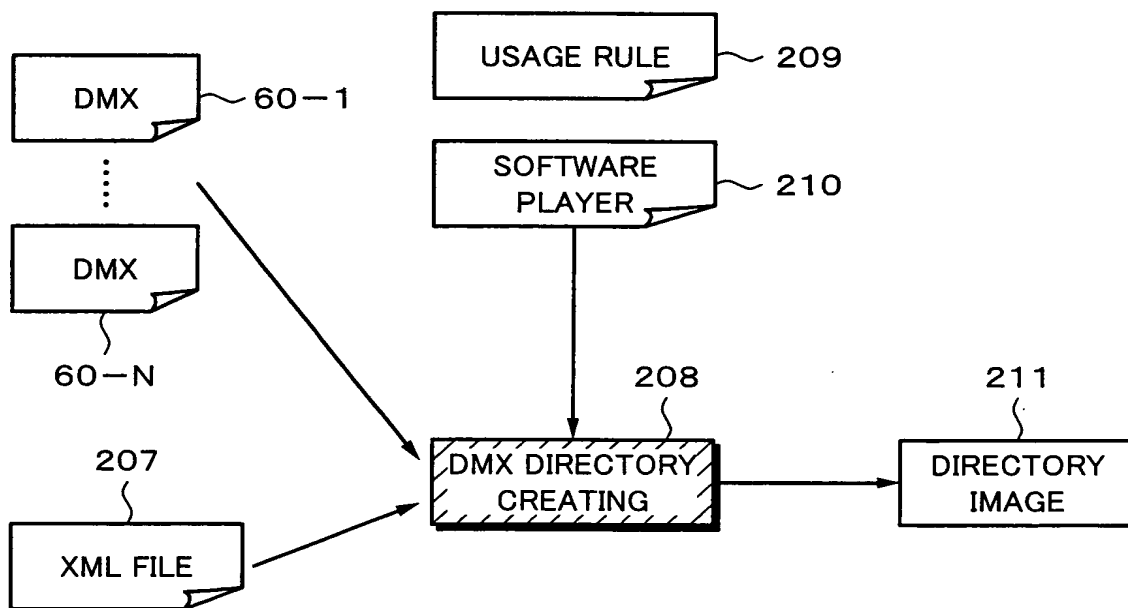


Fig. 11

TAG NAME	DESCRIPTION	DATA TYPE	ATTRIBUTE	PLURALITY	OMISSIBLE
<?xml version="1.0" encoding="UTF-16"?>					
<!--Description file of DMXDirMaker-->					
<DMXDIRMAKER VERSION="1.0">					
<SOFTWAREPLAYER>					
<WINDOWS></WINDOWS>	player_name	char		O	
</SOFTWAREPLAYER>					
<DMXFILELIST>					
<NUMBEROFAUDIOFILE></NUMBEROFAUDIOFILE>	AudioDMXNumber	decimal			
<AUDIO>					
<ASSETID></ASSETID>	AssetID	Hex	unique number	O	
<FILENAME></FILENAME>	File name	char			
<ALBUMNUMBER></ALBUMNUMBER>	Album number	Hex			
<TRACKNUMBER></TRACKNUMBER>	Track number	Hex			
<PLAYLENGTH></PLAYLENGTH>	Play length	decimal	msec		
<ENTRYTIME></ENTRYTIME>	Dulation	decimal	msec		
<TRANSITIONEFFECT>					
<PLAYPRETRACK></PLAYPRETRACK>	play pre track	on/off			
<EFFECTTYPE></EFFECTTYPE>	effect type	Hex			
<EFFECTLENGTH></EFFECTLENGTH>	effect length	decimal	msec		
<TRANSITIONEFFECT>					
<DBASEINFO>					
<ALBUMNAME LANG=""></ALBUMNAME>	Album name	char			
<TRACKNAME LANG=""></TRACKNAME>	Track name	char			
<TRACKMAINARTIST LANG=""></TRACKMAINARTIST>	Track main artist	char			
<TRACKINDIVIDUALARTIST LANG=""></TRACKINDIVIDUALARTIST>	Track individual artist	char			
<TRACKNUMERICALINFO></TRACKNUMERICALINFO>	Track numerical info	Hex			
</DBASEINFO>					
<THUMBAIL>					
<THUMBAIL TYPE></THUMBAIL TYPE>	Thumbnail type	Hex			
<THUMBAILNAME></THUMBAILNAME>	Thumbnail filename	char			
</THUMBAIL>					
</AUDIO>					
</DMXFILELIST>					
<PLAYLIST>				O	
<PLAYLISTNAME LANG=""></PLAYLISTNAME>	PlaylistName	char			
<ASSET>				O	
<ASSETID></ASSETID>	AssetID	Hex			
<ENTRYTIME></ENTRYTIME>	Entry time	decimal	msec		
<EXITTIME></EXITTIME>	Exit time	decimal	msec		
<TRANSITIONEFFECT>					
<PLAYPRETRACK></PLAYPRETRACK>	play pre track	on/off			
<EFFECTTYPE></EFFECTTYPE>	effect type	Hex			
<EFFECTLENGTH></EFFECTLENGTH>	effect length	decimal	msec		
<TRANSITIONEFFECT>					
</ASSET>					
</PLAYLIST>					
</DMXDIRMAKER>					

Fig. 12

TAG NAME	DESCRIPTION	DATA TYPE	ATTRIBUTE	PLURALITY	OMISSIBLE
<?xml version="1.0" encoding="UTF-16"?>					
<!--Usage Description file of DMXDirMaker-->					
<DMXDIRMAKER VERSION="">					
<ENCTYPE></ENCETYPE>	EncType	Hex			
<USAGE01>					
<NUMBEROFASSET></NUMBEROFASSET>	NumberOfAsset	decimal			
<ASSET>				O	
<ASSETID></ASSETID>	AssetID	Hex			
<KEYINFOPATH BASEPATH=""></KEYINFOPATH>	KeyInfoPath	String	BasePath="yes", "no"		
<RIGHT>				O	
<RIGHTTYPEID></RIGHTTYPEID>	Right_type ID	Hex	* 1		
<PARAMETERBYTE></PARAMETERBYTE>	Parameter_byte	Hex	* 1		
<PARAMETER></PARAMETER>	Parameter	Hex	* 1		
</RIGHT>					
</ASSET>					
</USAGE01>					
<USAGE02>					
<NUMBEROFASSET></NUMBEROFASSET>	NumberOfAsset	decimal			
<ASSET>				O	
<ASSETID></ASSETID>	AssetID	Hex			
<RIGHT>				O	
<RIGHTTYPEID></RIGHTTYPEID>	Right_type ID	Hex	* 1		
<PARAMETERBYTE></PARAMETERBYTE>	Parameter_byte	Hex	* 1		
<PARAMETER></PARAMETER>	Parameter	Hex	* 1		
</RIGHT>					
</ASSET>					
</USAGE02>					
</DMXDIRMAKER>					

Fig. 13

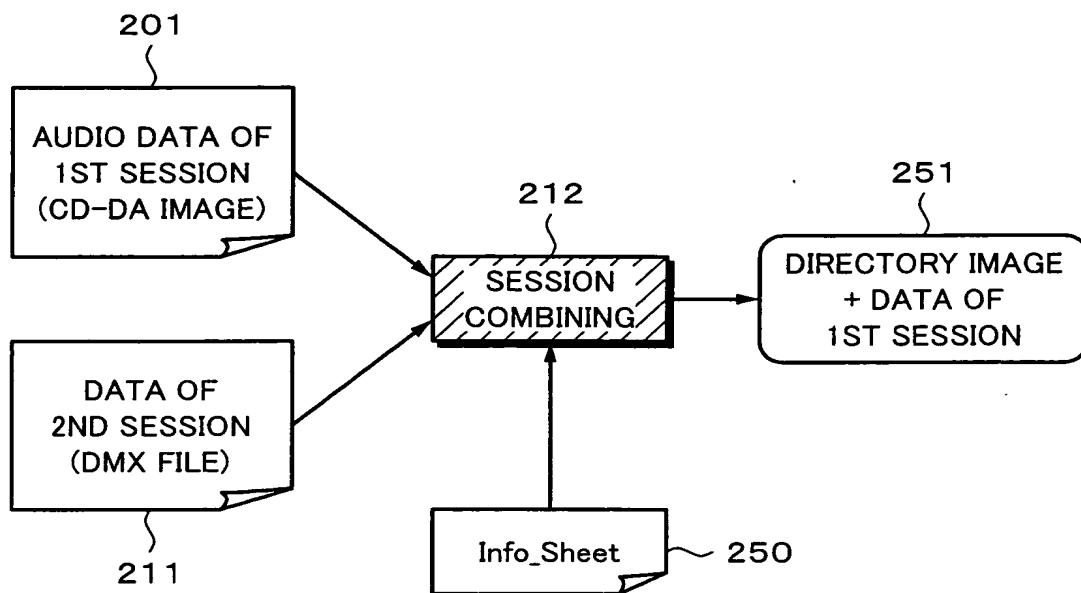


Fig. 14

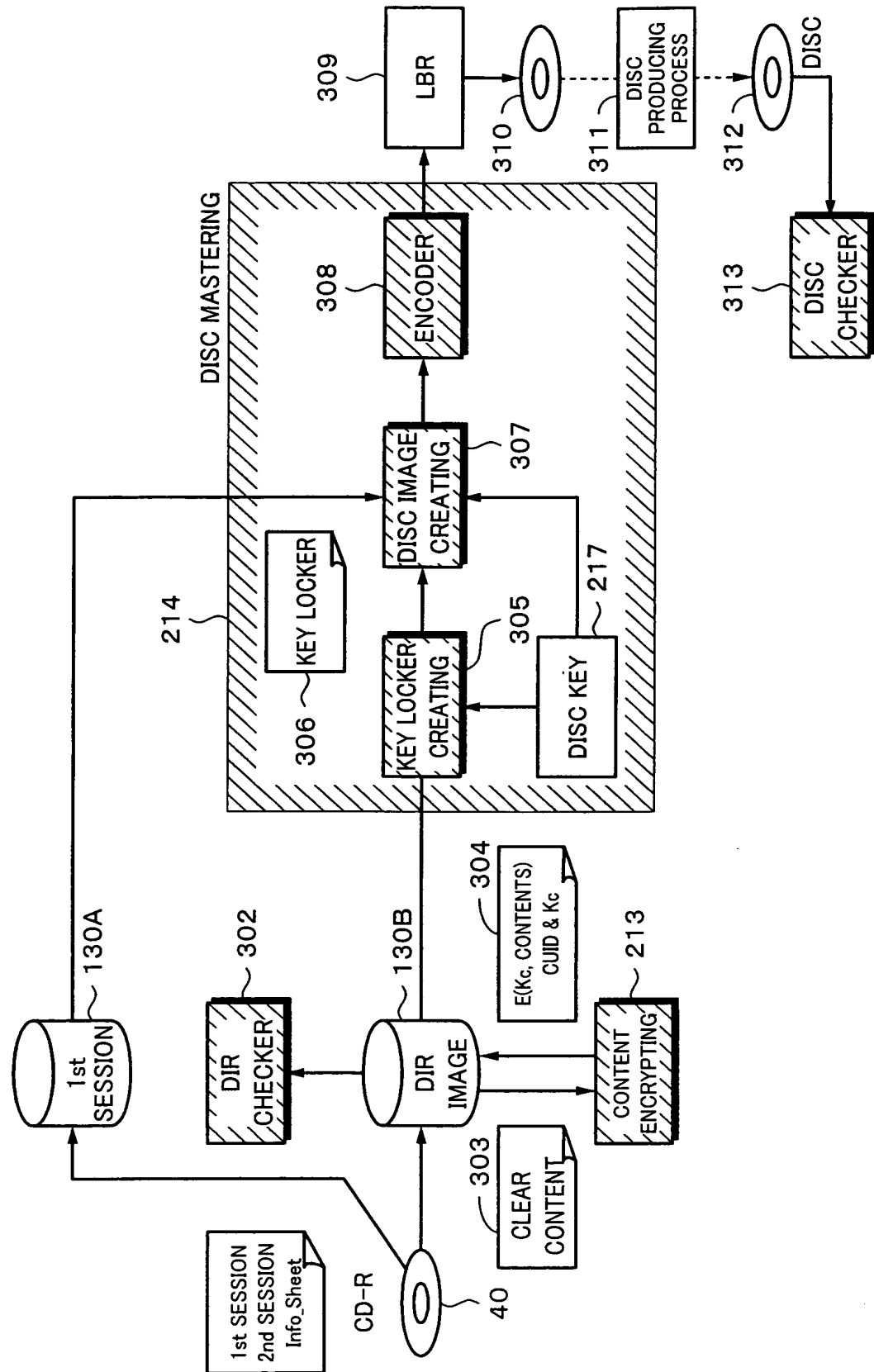
TAG NAME	DESCRIPTION	ATTRIBUTE	PLURALITY	OMISSIBLE
<CONTENTENCRYPTER>				
<INDMXPATH BASEPATH=" "></INDMXPATH>	PATH OF INPUT DMX FILE	BASEPATH="yes", "no"		
<OUTDMXPATH BASEPATH=" "></OUTDMXPATH>	PATH OF OUTPUT DMX FILE	BASEPATH="yes", "no"		
<OUTINFOPATH BASEPATH=" "></OUTINFOPATH>	PATH OF OUTPUT CONTENT INFORMATION FILE	BASEPATH="yes", "no"		
</CONTENTENCRYPTER>				

Fig. 15

TAG NAME	DESCRIPTION	ATTRIBUTE	PLURALITY	OMISSIBLE
<SINFMAKER>				
<OUTAUDIOINFPATH BASEPATH=""></OUTAUDIOINFPATH>	Atrac Sinf FILE THAT IS OUTPUT	BASEPATH="yes", "no"		
<OUTFRINGESINFPATH BASEPTH=""></OUTFRINGESINFPATH>	FRINGE Sinf FILE THAT IS OUTPUT	BASEPATH="yes", "no"		○
<AUDIOEKEY></AUDIOEKEY>	ENCRYPTION KEY OF CONTENT			
<FRINGEEKEY></FRINGEEKEY>	ENCRYPTION KEY FOR FRINGE			○
<AUDIOIV></AUDIOIV>	Initial Vector			○
<FRINGEIV></FRINGEIV>	Initial Vector			○
<LICENSESERVERURL></LICENSESERVERURL>	LICENSE SERVER URL			
<ATTRIBUTELIST>	ATTRIBUTE INFORMATION LIST			
<CONTENTID></CONTENTID>	CONTENT ID			
<RECCOMPANYID></RECCOMPANYID>	RECORD COMPANY ID			
<CONTPUBLISHERID></CONTPUBLISHERID>	CONTENT PUBLISHER ID			○
<ARTISTID></ARTISTID>	ARTIST ID			○
<RELEASEDATE></RELEASEDATE>	DATE OF RELEASE			○
<GENREID></GENREID>	GENRE ID			○
<LABELID></LABELID>	LABEL ID			○
<WATERMARKSTATUS1></WATERMARKSTATUS1>	WATERMARK STATUS 1			○
<WATERMARKSTATUS2></WATERMARKSTATUS2>	WATERMARK STATUS 2			○
<CUIDCPH></CUIDCPH>	CUIDCPH			○
<CUIDCPL></CUIDCPL>	CUIDCPL			○
<CUIDPPH></CUIDPPH>	CUIDPPH			○
<CUIDPPL></CUIDPPL>	CUIDPPL			○
</ATTRIBUTELIST>				
</SINFMAKER>				

Fig. 16

TAG NAME	DESCRIPTION	ATTRIBUTE	PLURALITY	OMISSIBLE
<EMDKEYREPLACER>				
<AUDIOINFPATH BASEPATH=""></AUDIOINFPATH>	PATH OF INPUT Sinf FILE (ATRAC)	BASEPATH="yes", no		
<FRINGESINFPATH BASEPTH=""></FRINGESINFPATH>	PATH OF INPUT FRINGE FILE (FRINGE)	BASEPATH="yes", no		
<INDMXPATH BASEPATH=""></INDMXPATH>	PATH OF INPUT DMX FILE	BASEPATH="yes", no		
<OUTDMXPATH BASEPATH=""></OUTDMXPATH>	PATH OF INPUT DMX FILE	BASEPATH="yes", no		
</EMDKEYREPLACER>				



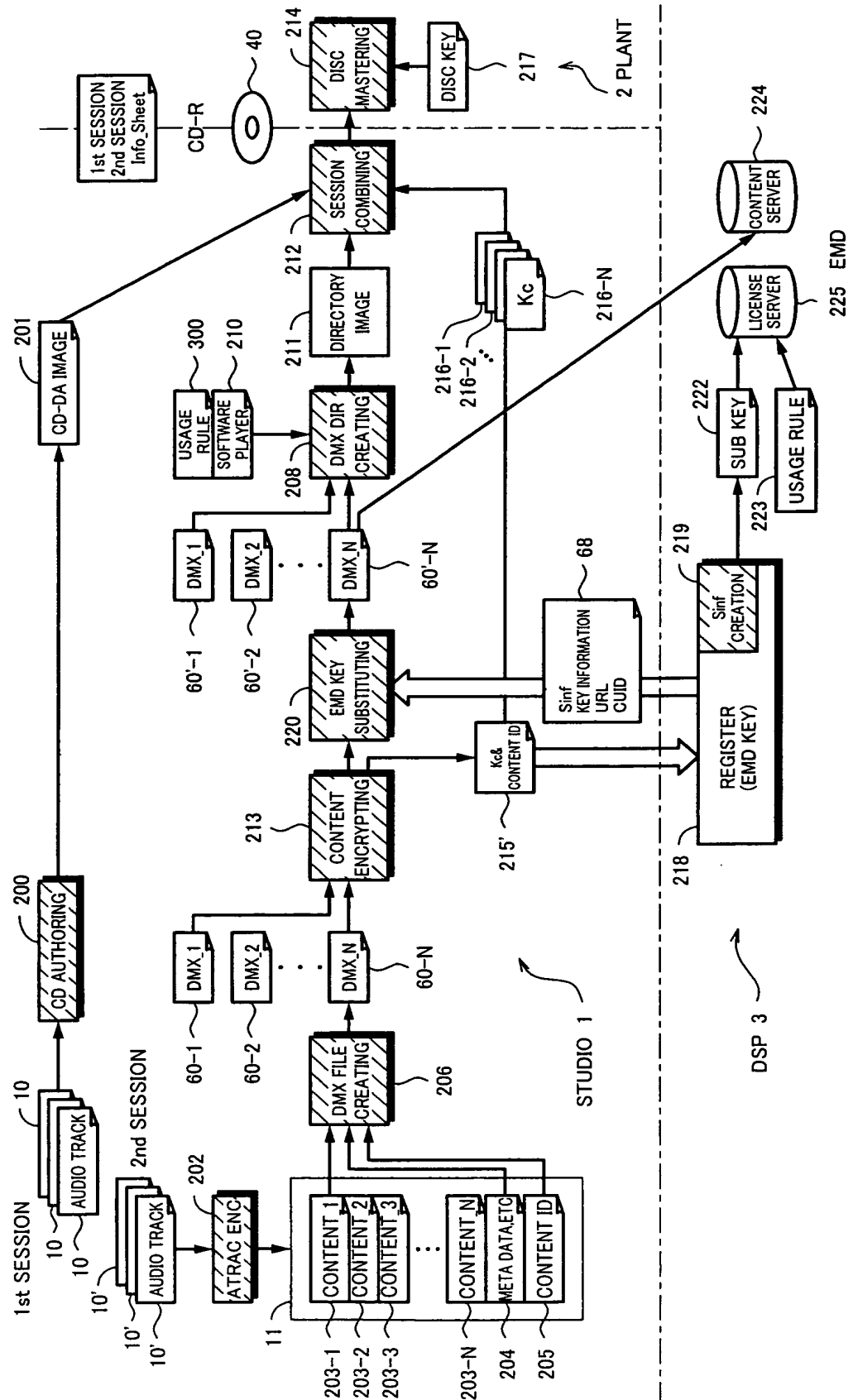


Fig. 19

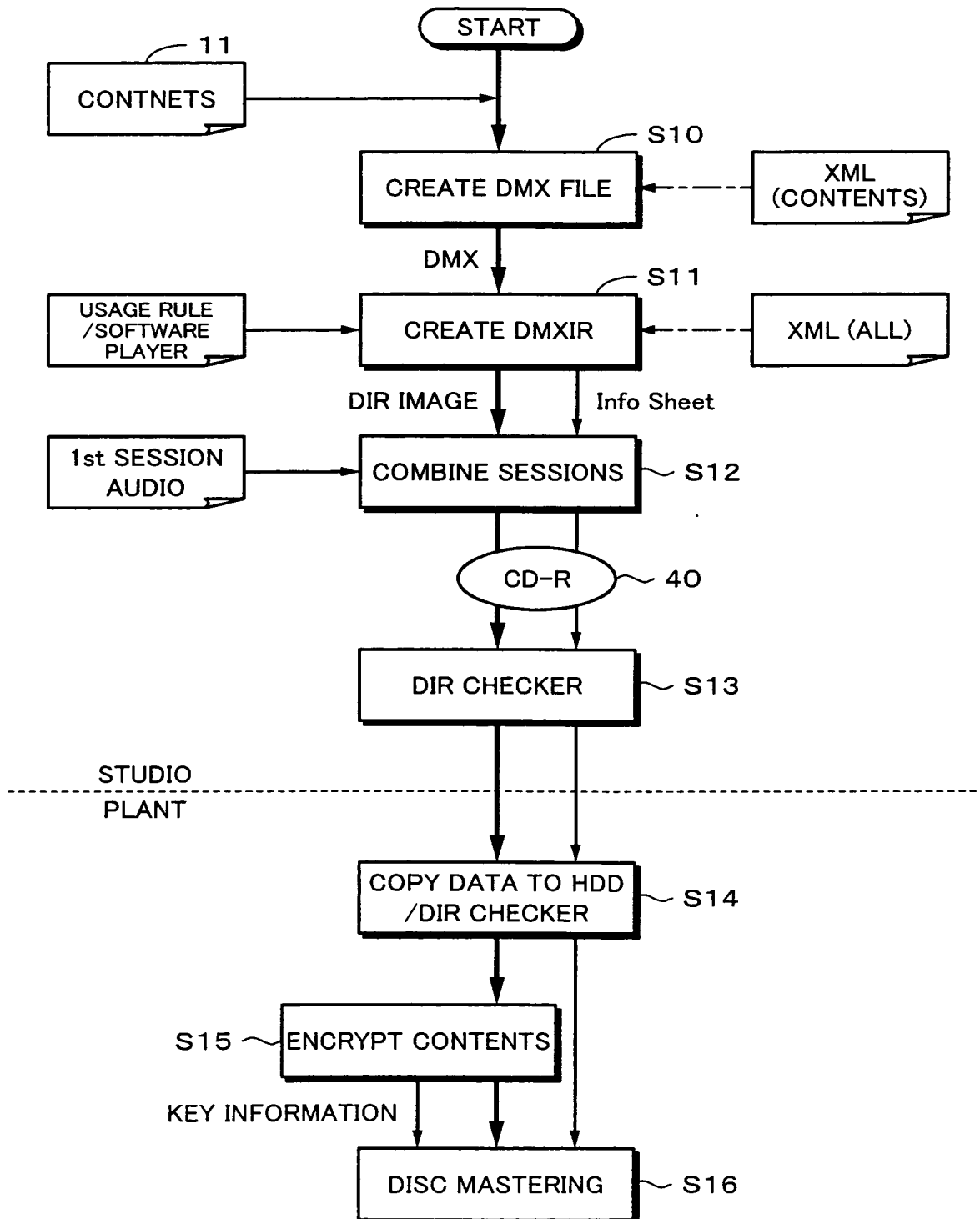


Fig. 20

